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PATENT APPLICATION

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of

Docket No: Q64489

Mitsuhira IDAKA

Appln. No.: 09/855,020

Group Art Unit: 3714

Confirmation No.: 8003

Examiner: Aaron J. Capron

RECEIVED
OCT 21 2002
TECHNOLOGY CENTER R3700

Filed: May 15, 2001

For: GAME MACHINE AND NETWORK SYSTEM FOR SETTING UP GAME
ENVIRONMENT THEREOF

AMENDMENT UNDER 37 C.F.R. § 1.111

Commissioner for Patents
Washington, D.C. 20231

Sir:

In response to the Office Action dated June 14, 2002, please amend the above-identified application as follows:

IN THE CLAIMS:

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Please cancel claims 2 and 10 without prejudice or disclaimer.

Please enter the following amended claims:

Claim 1 (Twice Amended). A game machine comprising:

a player identifier, which identifies a player who wants to play a game;

a data storage, which stores personal information of a plurality of players which have played the game; and

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